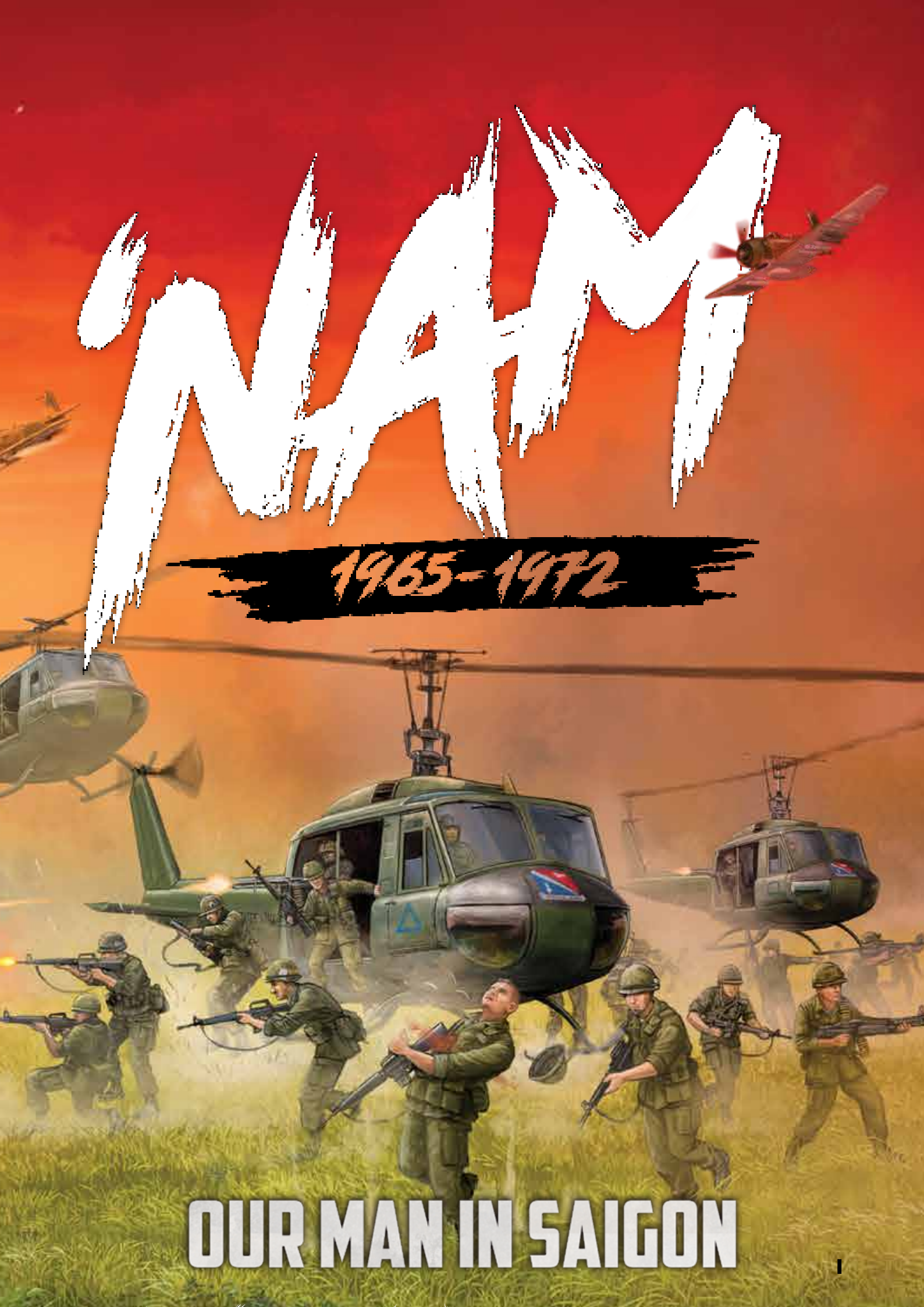
NAM
1965-1972
OUR MAN IN SAIGON

OUR MAN IN SAIGON

QUESTIONS AND ANSWERS ON 'NAM
MARCH 2018

During the time that *'Nam The Vietnam Miniatures Game* has been out, players have asked questions about the game. The questions and their answers have been gathered into this document. Please note that this is an on-going project. To help players who have read earlier versions of Our Man in Saigon, new material is marked with a line in the left margin. — Phil Yates, Game Designer

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FORCES, FORMATIONS, UNITS, AND TEAMS

What's a M48 Patton Team? Is it a single vehicle or a group of vehicles?

There are four levels in 'Nam*:*

- *Force - everything you have in the game (a Force card is where you find Support Units).*
- *Formation - a Free World company or Nationalist battalion, the core of your Force (a Formation card tells you which Units you can have in the Formation).*
- *Unit - a Free World platoon or Nationalist company, the smallest grouping of stuff (a Unit card tells you what Teams are in the Unit and what their characteristics are).*
- *Team - a single playing piece, either a single vehicle or a fire team of infantry.*

What is an Artillery Unit?

It is a Unit with a weapon capable of firing a Bombardment, i.e. one with a ROF of Artillery or Salvo.

COMMAND

If a team ended its Movement so that it was In Command at the end of the Movement Step, does it remain In Command until its next Movement Step?

Yes. In Command is defined by its position at the end of the Movement Step.

The Command Leadership rules give re-rolls if the Formation Commander is close enough and in Line of Sight. Do friendly teams block Line of Sight for command?

No. Ignore friendly teams when determining Line of Sight for Command purposes.

Can my Formation Commander give Command Leadership re-rolls if his tank is Bailed Out?

Yes. Whether the Formation Commander is Bailed Out or not has no effect.

Most Command Leadership re-rolls require the Formation Commander to be close to the Unit Leader. However, when Remounting a Bailed Out tank, the rules say the tank itself has to be close to the Formation Commander. Is this right?

Yes it is. If the Formation Commander wants to motivate a Bailed Out tank to Remount, they have to be close to that tank, rather than the Unit Leader.

Does the Command Leadership re-roll apply to the Remount test needed when a Bailed Out Tank is Bailed Out again?

Yes. It applies to all Remount tests for any reason.

MOVEMENT

Some Movement Orders only affect teams in Line of Sight of the Unit Leader. Do friendly teams block Line of Sight for Movement Orders?

No. Ignore friendly teams when determining Line of Sight for Movement Orders.

If my Unit fails a Blitz Move movement order, does it have to Move, or can it remain where it is and Go to Ground?

It doesn't have to Move. However, if it Shoots, it must shoot with the +1 penalty.

When a team moves using a Blitz Move movement order, do the follow all the normal Movement rules? Are they actually moving?

Yes. A team using a Blitz Move movement order doesn't suddenly teleport to the new location. It moves 4"/10cm as normal, following all the rules for moving. Then, once it has finished its movement, it no longer counts as having moved.

This means that it must take any Cross tests necessary, roll to cross Minefields as usual, and leaves any Foxholes it has dug behind.

If I move through several pieces of Difficult Terrain, do I have to take a Cross check for each of them?

Yes.

If I moved into a wood last turn (and took my Cross check then), do I need to take another Cross check this turn to move out of it?

Yes. If you start your Movement in Difficult Terrain, you need to take a Cross check at that time.

If a Unit Leader issues a Cross Here order, can they use it to cross multiple pieces of Difficult Terrain?

Yes they can. Any team from the Unit crossing any of the Difficult Terrain within 6"/15cm of where the Unit Leader crossed will benefit.

Does a Dig In or Mine Clearing movement order prevent teams that are not digging foxholes or clearing mines from moving?

No. Teams that are not using the Movement Order can act as they wish.

Can a team move through a friendly team?

No. The Moving Through Gaps rule applies. If the gap isn't big enough, then you can't move through it.

Remember, Infantry ignore their base when using this rule, so can move through pretty small gaps, and Tanks Teams can easily move through them.

TRANSPORT

Some Transport Units like the UH-1 Huey Aviation Platoon and the M113 Cavalry Patrol have teams that can carry Passengers, but that are not Transport Attachments to a particular Unit. Who can they carry?

They can carry any Infantry Units in their Force.

If a Unit is being carried as Passengers, can they use the Blitz Move movement order to Dismount?

Yes, as long as all the rules for Dismounting (such as you can't do it after the Transport has moved) are obeyed.

Can a Passenger Dismount using a Shoot and Scoot movement order from a Transport vehicle that did not move in the previous Movement Step?

No. You can only Mount and Dismount in the Movement Step.

Can I use a Movement Order to Dismount my infantry from a Transport after it has moved?

No. Teams cannot Dismount after their Transport has moved.

Can a Transport take or dispute an Objective?

No they can not.

Can Passengers in a Transport take or dispute an Objective?

Yes they can.

HELICOPTER MOVEMENT

Can I move under a Helicopter?

Yes you can. Although the mounting post will limit where you can end your movement.

Can any Helicopter Land, or just Transport Helicopters? When can Helicopters Land?

Only Transport Helicopters can Land, and only when they are Mounting or Dismounting Passengers.

Where can I Land a Transport Helicopter?

Pretty much anywhere that the model can reasonably be placed. Troops can rappel down into a woods if there is no clearing. They can jump out of a hovering helicopter onto a flat building roof, etc.

Remember if you try and land within 4"/10cm of enemy troops, you'll have to immediately take off again, and you'll need space around the helicopters to dismount the passengers.

Can I use the Blitz Move order to land my Helicopters?

No, you cannot do this.

Can I have my Helicopter Loiter off table as a Shoot and Scoot or something similar after the Movement Step?

No. The only way to Loiter is to use the Helicopter's movement in the Movement Step to do so.

If my Helicopter Loitered last turn, where does it move onto the table from?

It moves on to the table from the table edge in your deployment area.

SHOOTING

How many weapons can an Assault Boat shoot each turn?

An Assault Boat may shoot all of its weapons at the same time.

My Monitor Assault Boat lists 3x 20mm gun as one of its weapon lines. Does that allow it to fire three separate 20mm guns, each with ROF 3 for a total of ROF 9?

Yes it does.

What about my Gunship helicopter with Twin MGs?

The Twin MGs are a single weapon with the combined firepower of both weapons.

My M48 Patton tank has two machine-guns. The .50 cal AA MG has ROF 3, while the other only has ROF 1. Why is that?

Adding more machine-guns after the first has diminishing returns. The first machine-gun has the most effect, while each additional machine-gun adds a smaller increment.

What do I do if there isn't enough space to rotate a team to face the target?

If the team can rotate by moving slightly away from the obstacle, then do so. Otherwise, it just rotates as far as it can and shoots anyway.

A shooting team has line of sight to a window into a building containing several infantry teams. Which ones can I shoot at?

You can't shoot through walls, so you'll need to see the target team through a door or a window to be able to hit it.

The Terrain Table has a bit of an oddity where it says that doors and windows are Short Terrain while the walls they are in are Tall Terrain. It makes more sense to view the doors and windows as Tall Terrain too.

That means that you'll be able to see any teams in the building that you have line of sight to through a door or a window, and that are within 2"/5cm of the door or window.

The converse applies for teams looking out of the building at your troops too.

If I fire Smoke at a team in the upper storey of a building, where do i place the Smoke Marker?

On the ground in front of the building.

Can a team in the upper storey of a building see over the Smoke Marker?

No. Smoke is Tall Terrain and cannot be seen over.

LINE OF SIGHT

Do the general Line of Sight and Concealment rules for Tall terrain apply to Hills?

No. The specific Line of Sight and Concealment rules for Hills cover the special case of Hills.

If I have a team on a high hill trying to shoot at a team on the far side of a low building, can It do so?

The only way to answer that is to get down to the level of the model and see if there is a Line of Sight over the building to the opposing team.

MIXED TARGETS

My tanks are shooting at a unit of three enemy tanks, one standing in the open, one concealed at the edge of a wood, and one out of sight behind the woods. What score do I need to hit them if they are within 16"/40cm and have a Is Hit On number of 3+?

If your tanks target the tank in the open, they'll need 3+ to hit. They could target the tank in the woods (needing 4+ as it is Concealed), but would normally gain little from doing so.

I've just scored three hits rolling 3, 3, and 5. How are my hits allocated? Which hits can I allocate to the tank in the woods? Can I allocate hits to the tank behind the woods?

The score you rolled to get the hit has no impact on how the hits are allocated. Think of it this way. The hardest part of hitting a target on the modern battlefield is finding it without being hit first. A lone tank sitting in the open is a dead giveaway. Where there's one, there'll be more. Now that you know where the enemy are, it's a lot easier to find the rest of the unit that's trying to hide.

So, in game terms, having figured out where the enemy is, you've scored three hits. The first hit has to go to the target tank, and all hits have to be allocated to valid targets, so the tank behind the woods can't be hit. That leaves two more hits to be allocated. They have to be allocated evenly, so one has to go to the tank in the woods, leaving you the choice of which of the two will take the second hit.

Does a Passenger in a vehicle destroyed by a Brutal weapon like the 152mm main gun of a Sheridan tank re-roll its save?

Yes. Passengers of a Destroyed vehicle need to make an Infantry Save, and Brutal forces them to re-roll any Infantry Saves.

ANTI-AIRCRAFT SHOOTING

If a Tank Team shooting at aircraft is at the very edge of a wood, does it see the aircraft unconcealed, as it would an enemy tank?

Yes, terrain works the same for aircraft as for any other team, with the exception that all Short Terrain and any Tall Terrain more than 4"/10cm from the ground Team is ignored.

If my Anti-aircraft team is in the middle of a wood, can it still shoot at aircraft?

Yes, although the Aircraft will be Concealed. Nothing ever blocks Line of Sight to Flying Aircraft. Presumably the Anti-aircraft Unit is set up in a small clearing.

Does Smoke ever block Line-of-Sight to and from Flying Aircraft?

No, however it does provide Concealment. Smoke is in effect treated as Tall Terrain for the purpose of Line-of-Sight to Flying Aircraft, meaning if within 4"/10cm of anti-aircraft team or target, but is still just Smoke for Concealment.

Does my K-2 (T-54) have to point its turret at a helicopter to shoot its AA MG at it?

No. The AA MGs can engage targets in different directions from the main 100mm gun. Since they cannot easily be repositioned on the model and would have no effect if you could, you do not need to point them at the target.

AA IN THE ENEMY TURN

What ROF do Anti-aircraft weapons use when shooting at Aircraft in the enemy turn?

They use their full ROF. If shooting in their own turn, this is whatever ROF they would normally have, Moving ROF or Halted ROF depending on whether they moved if Dedicated AA, otherwise 1 die.

In the enemy turn, the fire with their best ROF. That is normally their Halted ROF, but if they have no Halted ROF, that will be their Moving ROF, but once again, with ROF 1 if they are not Dedicated AA.

Anti-aircraft weapons shooting in the enemy turn shoot immediately before the Aircraft shoots. Can you be more specific?

As it says, the AA weapon shoots immediately before the Aircraft, so whenever the player declares that they are going to shoot with their Aircraft, the AA player can jump in and try to shoot them down first. You can wait to shoot your Aircraft until after your tanks have knocked out the enemy AA weapons if you want to, which would limit the amount of AA fire they would take.

If an enemy Helicopter doesn't shoot in its turn, can I shoot at it in the enemy turn?

No. You must wait until your own turn to shoot at it.

If my Anti-aircraft weapon shot in my previous turn, can it shoot at an Aircraft in the enemy turn?

Yes it can. You don't need to predict when enemy Aircraft will appear. However, once it shoots at an Aircraft in the enemy turn, it cannot shoot in its own next turn.

If my Anti-aircraft weapon shoots at an Aircraft in the enemy turn, can it shoot at another Aircraft Unit later in the same turn?

No. Once it has shot, that weapon can't shoot again for the rest of the enemy turn and your next turn.

If I shoot part of my Unit at one enemy Aircraft Unit immediately before it shoots, can I shoot the rest of the Unit at another enemy Aircraft immediately before it shoots later in the enemy turn?

Yes. Each time you react to an enemy Aircraft Unit that is about to shoot by shooting at it. In effect, this triggers a mini Shooting Step for your AA Unit. You go through the normal shooting sequence, including declaring targets for those teams that will shoot. When the next enemy Aircraft Unit is about to shoot, you declare targets for any AA weapons that have not yet shot this turn, and so on as each enemy Aircraft Unit prepares to shoot.

If my Anti-aircraft weapon shoots at an Aircraft in the enemy turn, the rules say the Weapon cannot shoot in Defensive Fire or Assault in its next Assault step? How does that affect a Team?

If the weapon cannot shoot, the Team can fire its other weapons in Defensive Fire. For example, a K-3 (PT-76) shoots its 12.7mm AA MG at some helicopters, then is assaulted by some enemy infantry. It can shoot its MG in Defensive Fire, but not its 12.7mm AA MG.

However, because one of its weapons shot at an Aircraft in the enemy turn, the K-3 cannot Assault in its next Assault Step.

My Anti-aircraft team fires during the enemy turn at some aircraft, then doesn't do anything in their own next turn, are they Gone to Ground in the next enemy turn?

No, it effectively grabbed its shooting from its own next turn.

The basic concept is it can't be Gone to Ground if it shot in or since its last turn.

If it is Night and my Anti-aircraft weapon shoots at an Aircraft in the enemy turn, does the enemy need to roll on the Night Vision Table to see it?

No. It will be visible at night until the beginning of the next enemy turn.

Can a Helicopter Shoot at an enemy Helicopter in the enemy turn?

No. Aircraft can only shoot at other Aircraft in their own turn.

How does my Anti-aircraft Unit shoot at an Unarmed Transport Helicopter that is Landing to drop off Passengers?

A Transport Helicopter that Lands triggers AA in the Enemy Turn in the same way that a Helicopter's Shooting does. The Helicopter is still a Flying Aircraft at this point, but will Land immediately if it survives.

SHOOTING AT ASSAULT BOATS

When an Assault Boat loses its third Damage Box, it is immediately beached on the nearest river bank. How does this work?

The player turns their Assault Boat towards the nearest river bank and moves it straight forward until it reaches the bank, where it stops until repaired.

ARTILLERY

Mortars like the M106 don't have a direct-fire line. Does that mean that they can only fire bombardments?

Yes it does.

If my Artillery Battery fails to Range In, can it Shoot with direct fire? Can it still be Gone to Ground?

No. It fired ranging shots for the Bombardment, preventing it from Shooting and revealing its position.

I have an Artillery Battery that is firing a Repeat Bombardment. I also have another Artillery Battery that I want to Range In on a new target. Can I use the same team as the Spotting team for both Bombardments?

Yes you can. However, although the Repeat Bombardment automatically Ranges In on its first attempt, that still counts as the Spotting Team's first Ranging In attempt. You can then use the Spotting team's second (and third if necessary) attempt to Range In the other Artillery Battery.

Can I do it the other way around, with the Spotting team Ranging In the new Artillery Bombardment first?

Yes you can. However, if the Spotting team doesn't Range In the new Bombardment by their second attempt, they won't be able to Spot for the repeat Bombardment as their third attempt will be taken up still trying to Range In the new Bombardment.

A Spotting team must have Line Of Sight to the Aiming Point when Ranging In. Do friendly teams block Line of Sight for spotting?

No. Ignore friendly teams when determining Line of Sight for Spotting purposes.

SMOKE BOMBARDMENTS

If I'm attempting to fire a Smoke Bombardment (and it's a once per game option) and fail to Range In, can I try again later?

Yes you can. Until you actually fire the Smoke Bombardment, you still have the ammunition stocks to try again.

Can I use an existing Ranged In marker from a previous turn to fire a Smoke Bombardment without needing to Range In again?

Yes you can.

ASSAULTS

An Infantry team has Contacted the enemy if 'its front edge is as close as it can get to the enemy team' or 'its front edge is as close as it can get to another Infantry team from its own Unit that is directly in Contact with an enemy team.'

What does the phrase 'as close as it can get' mean?

This phrase is used to cover all the physical things that can prevent a team from being placed physically in contact with another, such as a wall or hedge between them, or even irregularities in the table surface. Basically, if you can't fit them any closer together than they are, then they are in Contact.

If my Infantry team doesn't have enough movement to physically touch the enemy team, but moves as close as it can given its charge move, is it in Contact?

No. It is still not as close as it can possibly get to the enemy team, so it is not in Contact.

If I can just get a corner of my team into Contact is that enough?

No. The rules require the front edge to be in contact, not a corner.

Do I have to Contact the front edge of the enemy team, or can I contact it anywhere?

You can Contact any part of the enemy team with the front edge of your team, the front, side, or rear of its base, or even a corner of its base.

Do I need to be square to the enemy team's base when I Contact them?

No. You stop when you Contact them, and may or may not be square on to them at that point.

My teams need to be within 4"/10cm to Charge into Contact. Does that allow an Infantry team that is 4"/10cm behind another Infantry team that charged to charge as well?

Yes. As long as its 4"/10cm move brings it into Contact with the enemy (whether directly or through a fellow Infantry team), it can charge.

Can a Tank contact the enemy by moving into contact with another tank that is in Contact with the enemy?

No. Only Infantry teams can Contact the enemy through a friendly team, and only if that friendly team is also an Infantry team.

Do I have to Charge into Contact with the closest enemy team?

No you don't. You can Charge into Contact with any enemy team that is close enough, but you must take the shortest route to Contact that team.

If my defending Unit passes its Motivation test to Counterattack, can it Charge into Contact with teams from other Units on the attacking player's side?

No. Neither player may bring additional teams into the assault. On the attacking player's side, only the teams that initially assaulted are in the fight. On the defender's side, only those within 8"/20cm of them at the start of the assault are in the fight.

When my Unit Counterattacks, can I move teams that have been Contacted by the enemy?

No. A team that is in Contact with the enemy, either because the enemy Charged into Contact with them, or because the team Charged into Contact with the enemy, cannot move. It is already in Contact with the enemy (because the enemy is in Contact with it), and must fight the enemy it is in Contact with before seeking out other targets.

DEFENSIVE FIRE

If my Infantry teams are stationary in Flat Terrain, and therefore Concealed, can they use the Sneaking Up on Tanks rule to prevent the Tank teams that they are Assaulting from performing Defensive Fire?

No. The Infantry must be Concealed by Short or Tall Terrain.

Does getting Pinned Down by something like being hit by a Minefield, Booby Trap, or the Defensive Fire of a Flame-thrower force my assaulting Unit to Fall Back and end the assault?

No. The only thing that forces you to Fall Back is taking a sufficient number of hits from Defensive Fire. A single hit that Pins Down a Unit will not do that.

Do Helicopters get to do defensive fire in assaults?

No, Flying Aircraft play no part in assaults.

ASSAULT COMBAT

If I have two teams in Contact with two enemy teams and both of enemy teams score hits, can I allocate both hits to the same team?

No. You must spread the hits around if there are multiple teams that are eligible targets.

If I have an Infantry team and a Tank team, both in Contact with an enemy rifle team and an enemy RPG team, can I allocate the RPG hit to the Infantry team and the rifle team's hit to the Tank team?

Yes. Presumably the Infantry team were attempting to protect the Tank team from the RPG, and kept it away from the Tank team, but died in the process.

My Super Bazooka anti-tank teams have the Assault 5+ special rule. What does this mean?

It means that instead of hitting on a 4+ in Assaults like the larger M16 rifle teams, the small Super Bazooka teams hit on a roll of 5+.

How do my infantry kill tanks in assaults?

Infantry that hit a tank in an Assault may either use their normal Anti-tank rating against a tank's Side armour or Anti-tank 2 against its Top armour. Using weapons like the Super Bazooka can be very effective against lighter vehicles like the PT-76, but have limited effect against heavy tanks like the K-2 (T-54). Against these infantry in the open can only endure and hope the tanks break off before the infantry's own determination to counterattack fails.

COUNTERATTACK

I have passed my roll to Counterattack. Can I add additional teams into the Assault, or am I limited to those teams already involved?

You are limited to those teams already involved in the assault. That means only the teams that originally assaulted on the attacker's side and those originally with 8"/20cm of them on the defender's side.

BREAKING OFF

If an enemy Tank Unit assaults my infantry and forces them to Break Off. I have tanks within 6"/15cm of the assaulting teams, do my tanks also need to Break Off?

Yes they do. When their infantry support falls back, they do too.

My tanks failed their Counterattack test and are Breaking Off. Directly behind them there is a hedge, but just off to the side is a gate. Do they have to go back over the hedge and risk failing their Cross test and getting captured, or can they detour through the gate"

The rules are deliberately somewhat soft on the matter. It would be silly to require the tank to cross the hedge if it could move a few millimetres to the side and go through the gate, for instance.

If a team can dodge an obstacle, it may if you want it to. Whichever choice you make, though, it must take the shortest path to do so.

My troops are surrounded by enemy infantry when they need to Break Off. Can they move through the infantry to get away?

If that is the shortest path to safety, then yes they can.

When I assault troops in a building, do I have to go through the doors and windows?

Yes. The walls are Impassable Terrain, so you can't move or fight through them.

Does getting Pinned Down by something like being hit by a Minefield, Booby Trap, or the Defensive Fire of a Flame-thrower force my assaulting Unit to Fall Back and end the assault?

No. The only thing that forces you to Fall Back is taking a sufficient number of hits from Defensive Fire. A single hit that Pins Down a Unit will not do that.

If I Counterattack against a team in a Minefield or Booby Trap, do I risk getting hit by it?

Yes, even if the models didn't move, they are still moving around in a minefield.

LAST STAND

I have a Unit of one tank. When does it have to take a Unit Last Stand test?

A Unit only needs to take a Last Stand Test at the start of a turn when it has at least one team Destroyed or Bailed Out. So, your Unit would only need to test if the tank was Bailed Out and failed to Remount.

The phrase 'only count teams that are In Command' under In Good Spirits in Unit Last Stand only refers to the second part of the rule that lists how many teams you need to be In Good Spirits if you've taken casualties, correct?

Yes. Driving away from them doesn't make the morale effect of the casualties go away.

A Formation is In Good Spirits if it has two Units still in existence. Can the HQ be one of those?

Yes it can, although it doesn't have to be.

Do the Units need to be In Good Spirits to keep their Formation In Good Spirits?

No, they just have to still be in existence.

What happens if an flying UH-1 Huey Aviation Platoon fails its Unit Last Stand check while carrying Passengers?

The Helicopters fly off carrying their Passengers with them, since the infantry cannot Dismount from a Flying Aircraft.

AIRCRAFT

Are Aircraft Units subject to the normal rules for being In Command and Out of Command?

Yes. They are Units, so all the Unit rules apply to them.

Can Aircraft use Movement Orders?

No they cannot. None of them are useful to Aircraft.

An Aircraft cannot take or contest an Objective, but can the Passengers in my Helicopter do so?

No. They have to Dismount to do so.

AIRCRAFT SHOOTING

If a Tank Team is right on top of a bare hill, does it count as concealed to aircraft as it would to an enemy tank?

On a hill, a tank in a 'hull down' position behind the crest is using the hill as a form of Short Terrain in the same way it would use a wall to gain concealment, so it would not be concealed from Aircraft. On the other hand, if it was hiding behind the hill, it would be concealed.

My Skyraider is strafing a unit of BTR-50 armoured personnel carriers with its quad 20mm MGs. Does it target one vehicle then allocate hits as usual?

Yes it does. The hits are shared between the target and other teams from the platoon within 6"/15cm as normal.

AIRCRAFT BOMBARDMENTS

I want to use the bombs on my aircraft. Do they operate as a single combined Artillery Unit or as one Artillery Unit per aircraft?

They are a single combined Artillery Unit, so the whole Unit gets one Salvo template with the appropriate number of weapons firing.

What is the Danger Close distance for an Aircraft using a Salvo Template?

It is 8"/20cm, the same as an Artillery Template.

Can an Aircraft be a Spotting team for another Unit's Artillery Bombardment?

A Helicopter can, as long as it doesn't move. A Strike Aircraft cannot as it must Move every turn.

NATIONALIST RULES

The Nationalist Attack rule stops Units that don't have the Night Attack rule from moving out of their deployment area. Isn't this a rather harsh restriction on the opponent?

The rule only applies to the player making a Night Attack. Any of their formations that can't Night Attack have to wait until dawn to move forward to support the attack. Their opponent's Units are free to move as they like.

When troops arrive using the Guerilla Fighters rule, are they moving or can they stay in place and shoot with their Halted ROF?

They can move or remain in place or move as the player chooses.

If they don't move, are they in Foxholes when they are placed using the Guerilla Fighters rule?

Yes. If a Unit is placed using the Guerilla Fighters rule, they are in Foxholes.

Do Free World Helicopters limit where Nationalist Teams can be placed with the Guerilla Fighters rule?

No. Aside from mounting point of their flight stand which is a physical limitation, Nationalist Teams can be freely placed near or under Helicopters.

BUILDING A FORCE

The US Airmobile Air Cavalry Troop doesn't appear to have a Formation Commander. Is this correct?

Yes. The Formation Commander remains safely airborne, controlling the battle, but unable to decisively intervene to inspire units at critical moments.

How many of each Formation can I field?

You may field as many of each Formation as you wish.

Can I take a M48 Patton Tank Platoon Unit as part of a M48 Patton Tank Company Formation, and then take another M48 Patton Tank Platoon as Formation Support?

No. You may not take a Unit of the same type (that is the same name) as you already have in your Force as Formation Support.

If I take an Inter-Allied Support Formation, can I take Support Units from both nationalities?

No. You must choose a Force Diagram from one country or the other to base your force on, and can only take options shown on that diagram (including the Allied Formation option). Since Support Units are only found in the Force Diagram (and not in Formation Diagrams), the only Support Units available are those from the principal nationality.

MISSIONS

All infantry are in Foxholes at the start of the game. Does this include infantry that deployed in No Man's Land using the Spearhead rule?

Yes it does.

Can passengers in a Transport take or dispute an Objective?

Yes they can.

In missions like Free-for-All that have alternating deployment, can I 'deploy' my Strike Aircraft to effectively skip my turn to deploy?

No. Strike Aircraft must be your last deployment after all other Units have been deployed.

RESERVES

How do I work out my Reserves if I have spent less then the permitted maximum points on my force?

The important point to remember is that you are allowed 60% of the permitted maximum points value on table at the start of a game with Reserves. So, if your force is smaller, it just means that your Reserves will be less than the remaining 40%.

Are Formation HQ Units affected by the Deep Reserves special rule that restricts a player to one Tank Unit with Front armour 4 or more or one Aircraft Unit on table at the start of the game?

Yes. The restriction applies to all Units, regardless of their function.

FIREBASE DEFENCES

Are there any missions in which you can deploy teams with the Firebase rule?

Yes. In games with Firebase Defences (used in Firebase Assault on page 195), all Units with the Firebase special rule are deployed on table rather than in an off-table Firebase.

Are the M60 Teams provided as part of a Completed Firebase Independent Teams?

Yes they are.

MINEFIELDS AND BOOBY TRAPS

Are Booby Traps like Guerrilla Minefields or normal Minefields?

Yes. Booby Traps are like Guerilla Minefields in having Anti-tank 3 and being placed like Ambushes.

If a Team is already on a Booby Trap (or it was placed under them), do they need to test to cross it when they move off it?

Yes teams need to test to cross a Minefield of any type whenever they move into, off, or through it.

When I place Minefields, can I overlap them to make a Unit trying cross them roll a Skill test for each Minefield?

No. Teams also only roll one Skill Test to cross the Minefields safely. However, a Team who successfully removes a Minefield, only removes one, even if they are in several.

When a team removes a Minefield or Booby Trap (instead of Moving) using a Mine Clearing Order, is that Minefield or Booby Trap removed right away or at the end of the Movement Step?

It is removed immediately.

When a team moves using a Blitz Move movement order, do they still need to take Cross tests and test to see if they got hit by a Minefield or Booby Trap?

Yes. All the normal movement rules apply while making a Blitz Move. The only difference is that once you've finished the Blitz Move, you don't count as having moved for things that happen afterwards.

Can I deploy a Unit in a Minefield? If so, what happens?

Yes you can. Presumably they are dug in with minefields surrounding their position, and the paths through the minefield that they use for supply and other necessary activities are too difficult to negotiate under fire.

The Unit is fine as long as it remains in its foxholes. However, if it moves or counterattacks if assaulted, it will have to test for casualties like any other Unit crossing a Minefield.

If a Unit deployed in a Minefield, how does it go about clearing it?

It moves 'into' the Minefield (i.e. out of its carefully prepared defences) testing to do so as normal. Then in the next turn (having moved into the Minefield on a previous turn as required by the rules), the Unit Leader issues a Mine Clearing order and the Minefield is removed.

If I Counterattack against a team in a Minefield or Booby Trap, do I risk getting hit by it?

Yes, even if the models didn't move, they are still moving around in a minefield.

Book and Card Updates

This section has updates to the *'Nam* books and cards.

US FORCES

Page 81: An Airmobile 81mm Mortar Platoon costs 4 points for 4x 81mm mortars, or 2 points for 2x 81mm mortars.

Page 81: A UH-1 Huey from an Airmobile UH-1 Huey Aviation Platoon uses the Door Guns rule. This means that the Helicopters machine-guns can fire when Landed, but not while the Helicopter is Flying.

Page 81: An Airmobile UH-1 Huey Aviation Platoon is only a Transport Attachment when purchased as part of a Special Forces Patrol. At all other times it is a separate Unit that can carry any Infantry Unit.

Page 83: An Airmobile Gunship Aeroweapons Platoon covers both the AH-1 Cobra as shown, and the earlier UH-1 Hog gunships. Both have the same characteristics in the game.

The Gatling Gunship is armed with a Gatling gun and machine-guns with the stats shown for its Twin MGs.

Page 87: A Blackhorse M113 ACAV Cavalry Section can replace its .50 cal AA MG with a 40mm grenade launcher for +1 point. This is also an MG, so can fire with the Tank's other MG.

Page 87: A Blackhorse M109 Artillery Battery has a Halted and Moving ROF of 5 when firing Beehive.

Page 97: A Tropic Lightning Rifle Company (Mech) may field a Medic Team as part of the Formation.

Page 98: A Tropic Lightning Rifle Platoon (Mech) replaces its .50 cal AA MG with an M134 minigun, rather than its MG.

Page 99: A Tropic Lightning M113 ACAV Scout Patrol can replace its .50 cal AA MG with a 40mm grenade launcher. This is also an MG, so can fire with the Tank's other MG.

Page 101: A Tropic Lightning M113 ACAV Cavalry Section can replace its .50 cal AA MG with a 40mm grenade launcher. This is also an MG, so can fire with the Tank's other MG.

Page 101: A Tropic Lightning M125 Cavalry Support Section costs 3 points for 2x M113 ACAV and 1x M125 (81mm), or 2 points for 1x M113 ACAV and 1x M125 (81mm).

Page 107: A Marine M48 Patton Tank Platoon costs 40 points for 5x M48 Patton, 32 points for 4x M48 Patton, 24 points for 3x M48 Patton, or 14 points for 2x M48 Patton.

Page 112: A Riverine River Assault Squadron may field a Medic Team as part of the Formation.

Page 114: A Riverine 81mm Mortar Platoon costs 4 points for 4x 81mm mortars, or 2 points for 2x 81mm mortars.

Page 114: A Riverine Assault Support Patrol Boat costs 5 points and has a Tactical speed of 10"/25cm and a Terrain Dash speed of 14"/35cm.

Page 116: A US Army M42 Duster AA Platoon costs 4 points for 4x M42 Duster, or 2 points for 2x M42 Duster.

Page 118: A US Army Skyraider or Skyhawk Air Support Flight can drop Napalm Bombs. The rule for Napalm Bombs are as follows:

Infantry, Gun, and Unarmoured Tank teams re-roll successful Saves.

ARVN FORCES

Page 129: An M48 Patton Tank Attachment has the Infra-Red (IR) special rule.

Page 138: A Marine Assault Support Patrol Boat costs 3 points and has a Tactical speed of 10"/25cm and a Terrain Dash speed of 14"/35cm.

Page 140: A UH-1 Huey from an ARVN UH-1 Huey Transport group uses the Door Guns rule. This means that the Helicopters machine-guns can fire when Landed, but not while the Helicopter is Flying.

Page 141: An M114 155mm Firebase has a Skill rating of 5+.

Page 141: An ARVN Skyraider Support Flight can drop Napalm Bombs. The rule for Napalm Bombs are as follows:

Infantry, Gun, and Unarmoured Tank teams re-roll successful Saves.

ANZAC FORCES

Page 152: An ANZAC Centurion Tank Squadron HQ costs 21 points for 3x Centurion, 14 points for 2x Centurion, or 7 points for 1x Centurion.

Page 153: An ANZAC M113 Cavalry Troop HQ costs 3 points for 2x M113 with M74 turret and 2x M113 with T50 turret, 2 points for 2x M113 with M74 turret and 1x M113 with T50 turret, or 1 points for 2x M113 with M74 turret.

Page 154: An ANZAC M113 Cavalry Patrol costs 2 points for 2x M113 with T50 turret and 1x M113 with M74 turret or 2 points for 2x M113 with M74 turret and 1x M113 with T50 turret.

Page 155: An M113 FSV Fire Support Platoon has a Range of 8"/20cm when firing Beehive.

Page 156: An Mortar Firebase costs 9 points for 6x 81mm mortars or 3 points for 2x 81mm mortars.

Page 157: An ANZAC OH-6 Loach OP Helicopter has an Aircraft Save of 5+.

You must field a M108 Artillery Battery, M109 Artillery Battery, M101 105mm Firebase, M114 155mm Firebase, or an ANZAC Mortar Firebase before you may field an ANZAC OH-6 Loach OP Helicopter.

PAVN FORCES

Page 164: When fielding PAVN Machine-gun Bunkers, each Team is a separate Independent Team. They do not operate as a Unit.

Page 165: A PAVN 12.7mm Anti-air Platoon has a Range of 20"/50cm.

Page 167: A PAVN Special Tasks Company has an Is Hit On rating of 4+.

A Special Tasks Company may add up to 2 Flame-thrower teams for +2 points each.

Page 173: A Local Forces 12.7mm Anti-air Platoon has a Range of 20"/50cm.

Page 178: A PAVN K-3 Ironclad Company has a Counterattack rating of 3+.

Page 180: A PAVN Front Artillery Company costs 12 points for 6x 130mm guns or 6 points for 3x 130mm guns.

Page 181: You must field a Front Artillery Company, Front Jet-Artillery Company, or a 120mm Mortar Company before you may field a PAVN Front Artillery Observer.

Page 182: A PAVN 120mm Mortar Company costs 8 points for 6x 120mm mortar nests or 4 points for 3x 120mm mortar nests.

Page 182: A PAVN 14.5mm Anti-air Company has a Gun Save of 3+.

MISSIONS

Page 188: The M60 MG Teams provided as part of a Completed Firebase are Independent Teams.

In addition to the listed rules for Firebase Defences (used in Firebase Assault on page 195), all Units with the Firebase special rule are deployed on table rather than in an off-table Firebase.

Page 191: In the Contact! Contact! *mission*, the players win by achieving their victory conditions outlined in Winning the Game on or after their turn six.

Page 196: In the Hot LZ mission, the players win by achieving their victory conditions outlined in Winning the Game on or after their turn six.

Page 198: In the Upriver mission, when the Nationalist player's Scattered Reserves arrive, roll for each Unit. On a roll of 1 or 2 the Unit arrives within 16"/40cm of the left corner of the table edge chosen by the Nationalist player. On a roll of 3 or 4 the Unit arrives anywhere along the chosen table edge. On a roll of 5 or 6 the Unit arrives within 16"/40cm of the right corner of the chosen table edge.

Page 199: The Streets mission uses the Triage and Medevac rules.